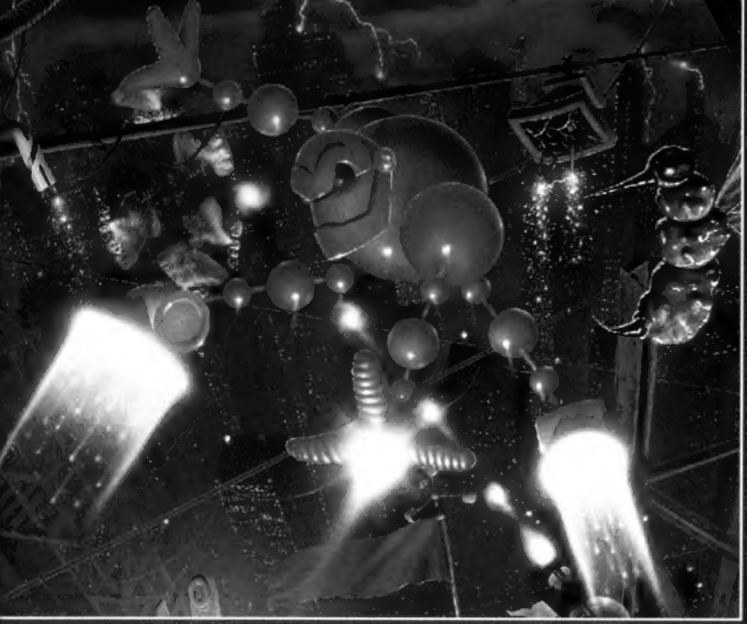

INSTRUCTION MANUAL

VECTORMAN

MEGA DRIVE

SEGA

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power is off. Then insert the Sega cartridge into the console.
3. Turn the power on, in a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

Important: Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.

Note: This game is for one or two players.

① Sega Cartridge
② Control Pad 1
③ Control Pad 2

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VECTORMAN

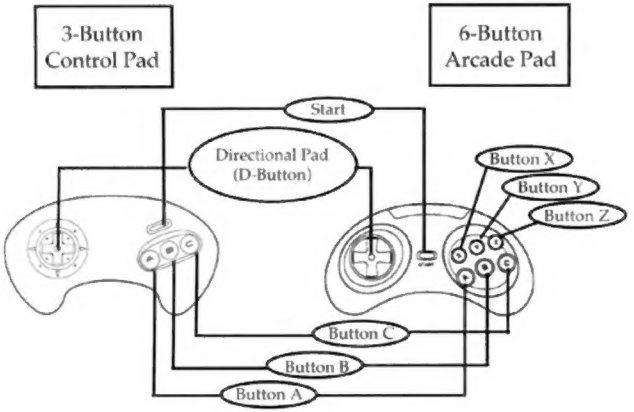
Returning from a routine mission to the sun, VectorMan receives the following messages:

```
To: vectorman@skygames.com (VectorMan)
From: refus@cleanup.orb (Refus Q. Orbot)
Subject: Warhead!
Priority: urgent
```

```
Help us! We are being reprogrammed to ambush
the humans when they return. You're the only
one who <:-o %*-&^%$*%42-#(!2_3684^%# |-(...
```

```
From:Warhead.@worldlinkcenter.com(warhead)
Subject: Routine maintenance
Priority: evil

Report at once to the Worldlink Center for
reprogramming.
                                    WarHead
```



VECTORMAN

Our hero in his humanoid form.

- D-Button Up: Look Up
- D-Button Down: Crouch
- D-Button Left: Run Left
- D-Button Right: Run Right
- Button A, Button B: Shoot
- Button C: Jump
- Start: Pause

Special Moves

- You can shoot while running.
- Hit the jump button in the air to boot-blast even higher than a regular jump.
- If you have the rapid-fire gun, hold the shoot button down to let loose a stream of bullets.

CONTROLS

Morphs

DRILL

- D-Button Left: Slide Left
- D-Button Right: Slide Right

Some floors can be drilled through. Just move on top of them as the drill and they'll explode!

BOMB

- D-Button Left: Roll Left
- D-Button Right: Roll Right
- Shoot Buttons: Trigger

When the form times out or you trigger the bomb, our hero detonates in a huge explosion (don't worry — he gets better). Some walls, floors, and ceilings can be knocked out of its way.

BUGGY

- D-Button Left: Drive Left
- D-Button Right: Drive Right

Drive around the level as the dune buggy, bursting through walls.

JET

- D-Button Left: Fly Left
- D-Button Right: Fly Right
- D-Button Up: Fly Up
- D-Button Down: Fly Down

When VectorMan is a jet, he can fly anywhere, and contact with enemy orbots destroys them! Use the jet morph to access secret areas that are impossible to reach any other way.

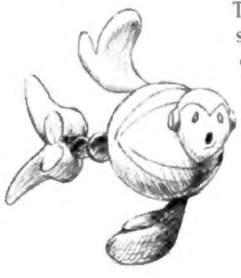
MISSILE

- D-Button Left: Fly Left
- D-Button Right: Fly Right

When VectorMan is a missile, he can smash through ceilings and reach new areas of a level.

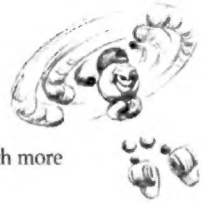
FISH

- D-Button Left: Swim Left
- D-Button Right: Swim Right
- D-Button Up: Swim Up
- D-Button Down: Swim Down



The fish morph allows our hero to swim quickly under water and to defeat enemy orbots by ramming them.

Parachute



- D-Button Left: Float Left
- D-Button Right: Float Right

VectorMan can slowly drift to Earth as this powerup, allowing much more maneuverability in the air.

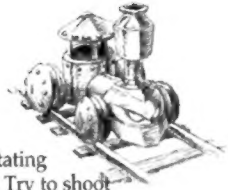
Boss Rounds

Dancin' Fool

- D-Button Left: Dance Left
- D-Button Right: Dance Right
- D-Button Up: Dance Up
- D-Button Down: Dance Down
- Button A,Button B: Shoot

When confronting WarHead in the Disco, VectorMan becomes a dancin' fool. Bounce off the enemy tops and shoot the evil villain through the spinning door. Watch out for the electrical charges that WarHead fires at you!

Train



- D-Button Up: Move Up
- D-Button Down: Move Down
- Button A, Button B: Shoot
- Button C: Jump

When battling WarHead on the levitating tracks, our hero morphs into a train. Try to shoot WarHead's grasping hands, but don't let them grab you!

Cricket

- D-Button Left: Hop Left
- D-Button Right: Hop Right
- D-Button Up: Hop Up
- D-Button Down: Hop Down
- Button A, Button B: Shoot

VectorMan takes on WarHead in the form of a cricket on the rolling mat. Hop around, and try to line up a shot at the villain's huge hands, but don't let the hands squish you.

VECTORMAN!

The future of the human race looks hopeless when maintenance drones accidentally replace the orbot leader's head with a salvaged atomic bomb. All the orbots on Earth are immediately ordered, via television receivers, to stop cleaning up the planet and to start manufacturing weapons for an impending ambush of the returning humans. Only one orbot, a sludge barge pilot who was out of communications range, is unaffected by the evil takeover. You are that pilot: VectorMan! The only hope of the entire human race is for you to destroy the villainous WarHead: you must seek him out by following a trail of television receivers around the Earth, and then confront him in a battle that will decide the fate of humanity, and of the planet Earth itself!

- D-Button Up: Move Cursor Up
- D-Button Down: Move Cursor Down
- D-Button Left: Change Selection
- D-Button Right: Change Selection
- Start: Exit to Title Screen
- Button A, Button B, Button C:
  - Choose Sound Test
  - Choose Music Test
  - Information Screen

From the Title screen, you can Select OPTIONS to configure the game.

SOUND: Turn sound effects on and off. Do this if you can't take the excitement of loud explosions.

MUSIC: Turn game tunes on and off. This is useful if you have lame taste in music.

DIFFICULTY: Pick the one you can deal with: LAME (it's hard enough for most people), WICKED (you won't survive), and INSANE (no one comes out alive).

MUSIC TEST: Listen to all the cool tunes. Hey, it even works when MUSIC is disabled.

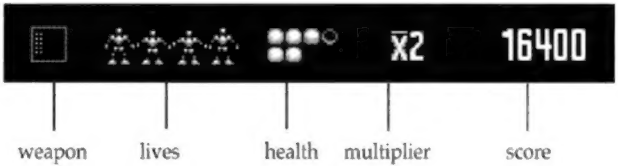
SOUND TEST: Hear orbots die in agony! Thrill to VectorMan's voice! Try to figure out what #25 is!

BUTTONS: If you prefer a different button set-up, you can change it here.

INFORMATION: Choose this option to take a gander at all the goodies in the game.

STATUS AREA

VectorMan's vital statistics are shown at the bottom of the screen at all times during gameplay:



Current Weapon: VectorMan can use six different weapons (see Weapons) throughout the game. This icon shows which weapon is currently active. It flashes when there is only a little ammunition left.

Lives: The dancing VectorMen icons show how many lives are held in reserve.

Health: VectorMan can take several hits before he loses a life. The filled-in balls represent the number of hits he can take. The empty balls represent the number of times he's been hit. Empty balls can be filled in by grabbing a health point power-up. The total number of health points can be increased by grabbing a Max Health power-up. See the section on Power-Ups for more info.

Time Remaining:
VectorMan has a limited amount of time to finish each level. This indicator shows how much time is left.

Multiplier:
By picking up power-ups, VectorMan can have a 2x, 3x, 5x, or even 10x multiplier. Each score earned while a multiplier is showing is multiplied by that number. Also, each health power-up you get fills in 2, 3, 5, or 10 health balls, and each 1-Up you get gives you that number of lives. Multipliers only last a short time, so rack up the points while you can.

POWER-UPS

The television receivers scattered throughout the Earth contain many different items that VectorMan can use in his fight against the evil orbots. Also, when enemies are destroyed, they occasionally drop an item that can be picked up.

Score:
You accumulate score by picking up photons (see Power-Ups) and by destroying enemy orbots. When you reach a certain score, you earn an extra life. The score needed depends on difficulty level (see Options):

Lame	10,000 Points
Wicked	20,000 Points
Insane	40,000 Points

Multipliers:
When VectorMan picks up a multiplier, all scores earned, health power-ups, and 1-Ups are multiplied by 2, 3, 5, or 10. 2x and 3x multipliers can appear when orbots are destroyed,but 5x and 10x multipliers can only be found in televisions. Multipliers only last a short time, so plan your strategy carefully.

Health Point:
A Health Point fills in a ball on the health indicator (see Status Area), up to the maximum number of health balls.

Full Health:
A Full Health power-up fills in all the balls on the health indicator.

Max Health:
A Max Health power-up increases the number of health points that VectorMan has. It can only be found in a television.

1-Up:
A 1-Up gives VectorMan an extra life.

Milestone
The milestone power-up enables VectorMan to restart the level wherever the milestone was touched.

Extra Time
Picking up the Extra Time icon adds two minutes to the level timer.

Television Receiver
Destroying a television earns VectorMan a PowerUp, Weapon, or Morph Icon.

Photon
Photons are pulsating energy sources that are spread out through all the levels. Picking up photons earns points.

WEAPONS

Weapon icons replace VectorMan's current weapon with a new one, but each new weapon has a limited amount of ammunition. When ammo is out, VectorMan gets the standard ball gun back.

Rapid Fire:
The rapid fire gun shoots a stream of bullets which ricochets off walls. Hold down the shoot button to repeatedly fire bullets.

Wave:
The wave gun fires a cone of energy. It's useful for destroying enemies who aren't in the direct line of sight, and it even goes through walls.

Bolo:
The bolo gun shoots a big rotating energy ball which travels through enemy orbots.

Orb:
The orb can only be used once each time you pick up an orb icon, but it destroys all the nearby orbots in a huge explosion.

Nucleus Shield:
The nucleus shield rotates around VectorMan, protecting him from harm. After a short period of time, the shield goes away automatically, leaving our hero with the standard ball gun.

MORPH icons

When VectorMan picks up a morph powerup, he immediately transforms into a new shape. Check out the Controls section of the manual to learn how to control the various shapes. Many times, when VectorMan is in a new shape, he has access to parts of the level that he wouldn't be able to reach in human form.

Drill: The drill is useful for breaking through floors.

Bomb: When the bomb detonates, floors, walls, and ceilings can be destroyed by the explosion.

Jet: As the jet, VectorMan can fly much higher than he could ever jump.

Fish: As the fish, VectorMan can swim through water much faster than he can run.

Missile: The missile form can break through ceilings.

Parachute: The 'chute makes VectorMan drift slowly down, so he has much more maneuverability than normal.

Buggy: VectorMan can use the Dune Buggy form as a battering ram to burst through walls.

BONUS ROUNDS

Satellite Dish

Destroying a satellite dish earns access to the Bonus Round, where VectorMan can rack up extra points. Satellite dishes are all protected by an impenetrable energy shield that can only be disabled by destroying the Satellite Shield Generator.

Satellite Shield Generator

Destroying the Shield Generator turns off the shield protecting the satellite dish. In most levels, the Generator is hidden in a secret place, so search the level carefully.

ENEMIES

TURRET

Turrets watch for intruders from vantage points on walls, floors or even on ceilings.

BEEDLE

Such a small orbot may seem harmless but in swarms Beedles are relentless!

DOORMAN

Doorman uses a sturdy shield to guard its territory. There aren't very many ways to push your way past. Maybe if you sneak up from behind...

HOWITZER

Howitzer is four barrels of grenade-launching mobile artillery.

JAWS

A fire extinguisher, a bear trap and some clever engineering make Jaws a lethal contraption. A quick blast from that nozzle and it's airborne!

LEGS

Legs is a sentry guarding its territory with a powerful kick!

MARGE

Marge is part Doorman, part Legs and all attitude. It'll seem docile until you get too close.

SUBMARINE

Packs of Submarine orbots patrol the seas. They'll sneak up from the depths, so keep your eyes peeled.

SLUDGE PILOT

An angry Sludge Pilot is a formidable foe. It shakes the ground and can blast you with powerful arm cannons!

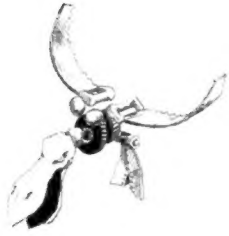
MECHA JELLYFISH

Just when you thought is was safe to go swimming, Mecha Jellyfish remind you it's not.

ANGLER

Anglers usually swim in schools. So where you see one...

SURVIVAL GUIDE



Max Health Power-Ups are the most valuable items in the game. They increase VectorMan's supply of health points, allowing our hero to take more punishment.

Shooting downward in the air slows VectorMan's descent and can allow access to new areas.

Hitting the jump button while in a jump launches a boot-blast, which not only extends a jump but also can defeat enemy orbots.

Fight enemies on slopes by crouching under their shots and shooting up at them.

Some walls that appear solid are actually secret doors.

There are many secret areas, point bonuses, bonus games, and special codes that make it easier to get a high score and finish the game. Exploration and experimentation are very important.

Marge and Doorman are equipped with super-resistant face masks that cannot be damaged. But both of these orbots also have a weak spot: you just have to find it!

Game Credits

BlueSky Software

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Project Manager	Jennifer Cleary
Lead Background Artist	Amber Long
Background Artists	Jeff Jonas, Geoff Knobel, Mark Lorenzen, Jeff Remmer
Splash Screens	Jeff Remmer
Background Assistant	Brandan McDonald
Lead Animator	Marty Davis
Animators	Ellis Goodson, John Roy
Sound and Music	Jon Holland
Lead Programmer	Rich Karpp
Programmers	Mark Botta, Keith Freiheit, Bonita Kane
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Game Testers	Marc Dawson, Ty Johnson, JeffJunio, Tony Lynch, Raul Orozco, Ilya Reeves, Don Tica
Special Thanks	Ed Annunziata, SmuvDeyoung, Joe Miller, Scott Rohde, Chris Smith, Terry Tang

HANDLING THIS CARTRIDGE

This cartridge is intended exclusively for the Sega Mega Drive System.

For proper Usage

① Do not immerse in water!

⑪ Do not bend!

② Do not subject to any violent impact!

④ Do not expose to direct sunlight!

⑤ Do not damage or disfigure!

⑥ Do not place near any high temperature source!

⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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